

# Unit 3: Conditionals

Content Area: **Business**  
Course(s): **Generic Course**  
Time Period: **Semester 1 & 2**  
Length: **3 weeks**  
Status: **Published**

## Standards

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TECH.8.2.12.C.CS2	The application of engineering design.
TECH.8.2.12.D.CS1	Apply the design process.
TECH.8.2.12.E.CS1	Computational thinking and computer programming as tools used in design and engineering.

## Enduring Understanding

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All programming languages have statements that help you define the flow of control of a program.

Branching in programming allows for more sophisticated code.

## Essential Questions

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When would a programmer need to change the flow of control of a program?

When would a programmer opt to use a repetition statement?

## Knowledge and Skills

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- Discuss basic program development steps
- Define the flow of control through a program
- Use relational operators <, >, <=, >=, ==, and !=
- Use if statements
- Test for object equality using the equals method (String objects in particular)

## Transfer Goals

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Students will be able to apply their knowledge of a computer program's flow of control to any high level

computer programming language.

Deconstructing a problem into components allows you to tackle complicated tasks.

## **Resources**

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CS Awesome curriculum and online textbook with interactive activities

Repl.it Teams for Education for writing programs

Teacher created Computer Science Google site